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Spectrum HoloByte™

A DIVISION OF SPHERE, INC.
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TETPPI€™ (TETRIS)



The Soviet Challenge

PLAYER'S GUIDE

(Apple® II Version)

Spectrum HoloByte™

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Special thanks to: Roland Gustafsson, Eng An Jio, Leonard Chan, Anton Widjaja, Con Gilbert, and all the dedicated playtesters in the Spectrum HoloByte staff.

If you have questions regarding the use of *TETRIS*, or any of our other products, please call *Spectrum HoloByte* Customer Support between the hours of 9:00 AM and 5:00 PM Pacific time, *Monday through Friday*, at the following number:

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or write to:



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INTRODUCTION

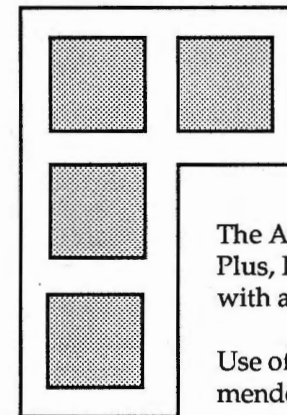
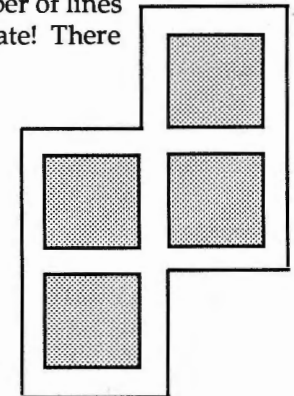
TETRIS™ was invented by a 30-year-old Soviet researcher named Alexey Pazhitnov who currently works at the Computer Centre (Academy Soft) of the USSR Academy of Scientists in Moscow. The original programmer was 18-year-old Vadim Gerasimov, a student studying Computer Informatics at Moscow University.

TETRIS came into being through the joint efforts of *AcademySoft* (Moscow), *Andromeda Software Ltd* (London), and *Spectrum HoloByte* (USA).

TETRIS will lure even the most seasoned hand into a challenging game of speed and maneuvering. As the four-square pieces tumble from the top of the screen into an empty pit, it's up to you to rotate them into a position which leaves no gaps in the layers at the bottom. Once aligned, you can drop them into place and increase your score.

The tension escalates as you close the gaps in a layer across the bottom of the pit and the line disappears. When a set number of lines disappear, the four-square pieces fall at a faster rate! There are ten levels to continually challenge your mastery of this perplexing game.

TETRIS is different every time you play. We know you'll find it provocative, fun, and utterly addictive!



SYSTEM REQUIREMENTS

The Apple II version of TETRIS runs on the Apple II Plus, IIE, IIC, and IIGS® (in Apple II emulation mode) with a minimum of 48K RAM.

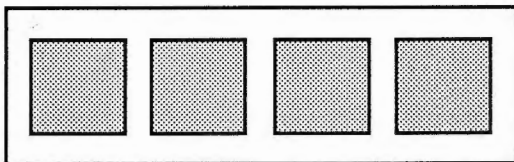
Use of a joystick is optional. A color monitor is recommended.

LOADING THE GAME

1. If you have an Apple IIE with 128K RAM, a IIC, a IIGS, or compatible, insert side A of the TETRIS disk in the drive (side A facing up, that is). This version takes advantage of double hi-res graphics.

If you have an Apple II Plus with at least 48K RAM or a IIE without extended graphics, insert side B of the TETRIS disk.

2. Turn on the computer.



THE GAME

After the title screen comes up, you may press any key to continue to the Selection Screen.

Level

This board sets the speed at which the four-square pieces fall from the top of the screen. The higher the level of difficulty, the faster the pieces fall. You can skip to any level of difficulty from 0-9.

□ To select the level you want, use the *direction keys* if your keyboard has them. (The direction keys are grouped together, and have arrows on them pointing in different directions.) You may also use the following letter keys to highlight the numbers: *I* to move up; *J* to move left; *,* (comma) to move down; and *L* to move right.

□ Press **Return** or the **Spacebar** to confirm your selection and continue to the HEIGHT selection.

Height

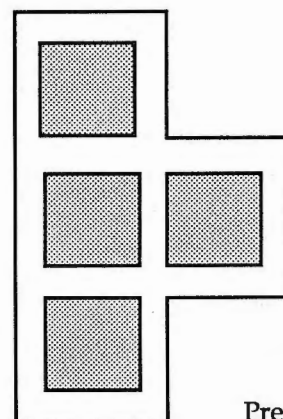
You normally start the game with an empty pit ("0" on the *Height* menu). To increase the challenge in TETRIS, you can raise the height from the bottom by selecting one of the other numbers in the *Height* menu. For instance, if you select 7, you will find seven randomly filled layers when you reach the play screen.

You can challenge someone else to play with the same configuration that you last used by selecting the << (rewind) symbol from the *Height* menu.

This gives the opening block placement that appeared in the previous game.

- To select the height, use the direction keys or the appropriate letter keys to move the highlighting.
- Press **Return** or the **Spacebar** to confirm your selection and continue with the game.

To play



There are two methods that deft fingers can use to maneuver the pieces into place as they fall:

The direction keys	The letter keys
← moves left	<i>J</i> moves left
↓ moves right*	<i>L</i> moves right
→ rotates*	<i>K</i> rotates
	<i>I</i> speeds up
	<i>,</i> drops piece

Pressing the **Space bar** or **Return** also drops the piece.

*The direction of the arrow on the direction key does not indicate what the key does in the game. After you've played the game for a while, we believe you'll agree it's easier to play this way.

If you're using a joystick, pressing the stick handle to the right moves the piece to the right and pressing the stick handle left moves the piece to the left. Pressing the fire button rotates the piece. Pulling the stick handle toward you drops the piece. Pushing the handle forward (away from you) speeds up the game by advancing you to the next level.

Scoring

- The faster a four-square piece comes to rest in the pit, the more points you accrue. After aligning the pieces, you can "drop" them into place by pressing the appropriate key or pulling the joystick handle toward you.

The display in the upper left portion of the screen

Score: total score of game in progress.

Lines: total number of lines eliminated during the current game.
□ After a set number of lines are eliminated, the speed will automatically increase as you go to the next level.

Next: displays the next piece that will fall.
□ To activate this display, press the number 1 or the letter M.

Special Keys

2: displays the current game level.

3: displays *Statistics*; that is, the frequency with which any particular configuration of squares has fallen during the game.

4: identifies the background screen currently displayed.

5: displays a *Help Menu*.

B: makes the pieces all white.

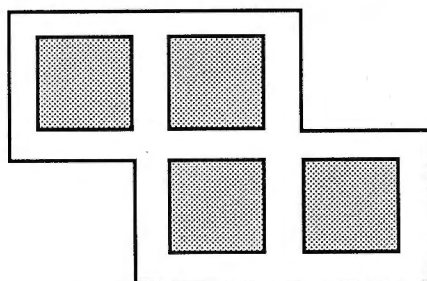
S: toggles game sounds on and off.

P: pauses the game. Press P again to continue

ESC: This is the "Boss Key." It pauses the game, and replaces the game screen with a blank one containing only a prompt and a flashing cursor. Press ESC again to continue.

R: resets high scores display.
(Note: This key works only when the Selection Screen is displayed.)

Q: quits the game.



We wish you the best of skill in your many games of TETRIS to come!

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